

SEGA™



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THE SPACE ADVENTURE

CD
ROM
SEGA
WORLD
SERIES



From the smash Japanese animated Series
"COBRA"
by BUICHI TERASAWA

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA CD™ SYSTEM.



**WARNING: READ BEFORE USING YOUR
SEGA VIDEO GAME SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
STILL PICTURES OR IMAGES MAY CAUSE PERMANENT PICTURE-TUBE DAMAGE OR MARK THE PHOSPHOR OF THE CRT. AVOID REPEATED OR EXTENDED USE OF VIDEO GAMES ON LARGE-SCREEN PROJECTION TELEVISIONS.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.

THE SPACE ADVENTURE



CONTROLLER

Start button

Press to start the game.



Direction pad

Press up or down to select commands. To move the cursor in the direction you want press up, down, right or left.

A button

"Continue", "Save" or "Load" will appear.

B button

Cancel commands with this button.

C button

Execute a command.

SAVE/LOAD MENU

Press the A button and the SAVE/LOAD menu appears. Select a file from "File 1 to 4" and press the C button to save the game. To start a saved game select "LOAD" and press the C button.

★Refer to User's Guide to format or erase game in back-up memory.

THE SPACE ADVENTURE

STARTING UP

1. Set up your Sega CD and Sega Genesis™ systems by following the instructions in their manuals.
2. Plug in one control pad.
3. Turn on the TV or monitor and the Genesis. The Sega CD logo will appear on screen. (If nothing appears, turn the system off, and make sure it is set up correctly before turning it on again.)
4. Press the Open button on the Sega CD system to open the CD door. Place the Sega CD compact disc into the disc tray, label side up. Close the CD door.
5. If the Sega CD logo is on screen, press Start Button on the control pad to begin the game. If the control panel is on screen, move the cursor to the CD-ROM button and press Button A, B or C to begin.



HANDLING YOUR SEGA CD DISC

The Sega CD Disc is intended for use exclusively with the Sega CD™ System. Do not bend it, crush it, or submerge it in liquids.

Do not leave it in direct sunlight or near a radiator or other source of heat.

Be sure to take an occasional recess during extended play, to rest yourself and the Sega CD Disc.

KEEP YOUR SEGA CD CLEAN. Always hold by the edges, and keep in its case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.



THE STORY

Cobra is a renegade space pirate of the first degree. Jetting through the galaxy with his faithful companion Armaroid Lady, he does nothing but get into trouble...big trouble. One time he even had his left arm ripped right off! Not to worry, because now he totes around the mega-powerful Psycho-gun instead of a left arm.

Then one day Cobra just up and disappeared! With their nemesis out of the picture, the evil Pirate Guild once more started to terrorize the innocent citizens of the universe. And to make matters worse, the Galaxy Patrol has put an astronomical reward on Cobra's head.

Cobra may be down but he ain't out. Just when people are about to give up hope he returns... a new man with a new face and new memory.

But the Pirate Guild knows Cobra isn't down for the count. They're waiting for him, and so is a beautiful tattooed woman named Jane.

The tattoo holds an offer that Cobra can't refuse...

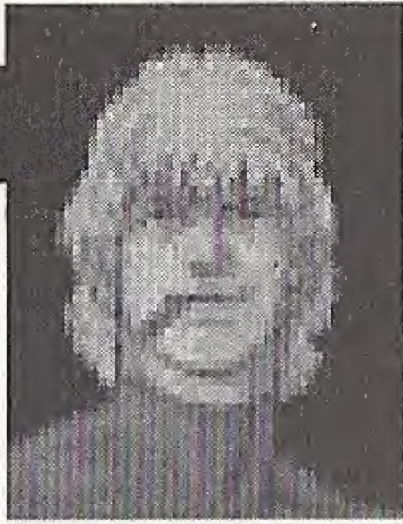
*Original story by
Buichi Terasawa*

THE SPACE ADVENTURE

THE CHARACTERS

Cobra

A first-class space pirate who comes out of hiding to cruise the stars in search of fame and fortune. Of course, he has Armaroid Lady by his side.



Armaroid Lady

Sometimes it's hard to tell that Armaroid Lady is a robot. Her sweet heart is human but her beautiful body is steel...the perfect partner for Cobra.



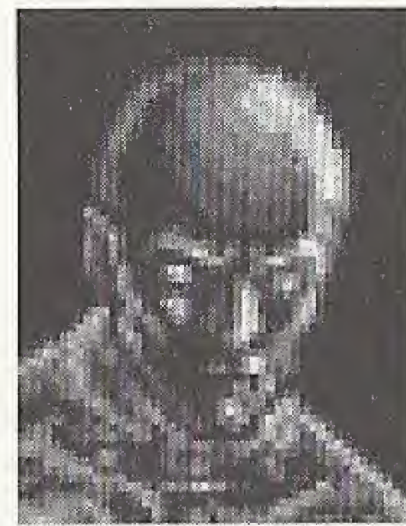
Jane

The wicked Pirate Guild is out to get her because of the secret tattoo on her back. A chance encounter with Cobra sparks a search for her lost sisters who also have secret tattoos that the Pirate Guild would love to check out.



Crystal boy

Head of the Black Sheep, an elite group of Pirate Guild bodyguards. This guy has no heart... literally. His body is



made from a special polarized glass. Ray guns can't even scratch him, let alone hurt him.

Schultz

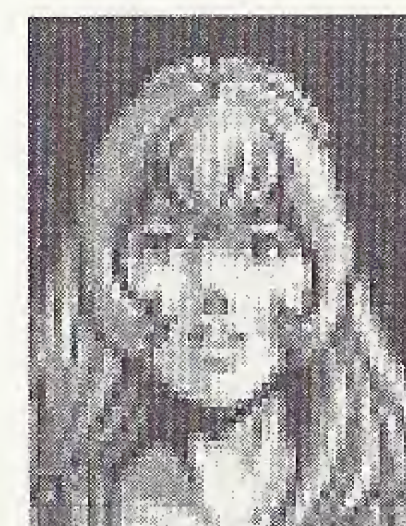
Warden of the floating prison above Sid. He's collecting payola from the Pirate Guild and has



turned the whole prison into a slave market. Needless to say, this guy is not to be trusted.

Dominique

The second oldest of the three sisters. Cobra springs her from the dungeons after her captors burn off the hidden secret of her tattoo.



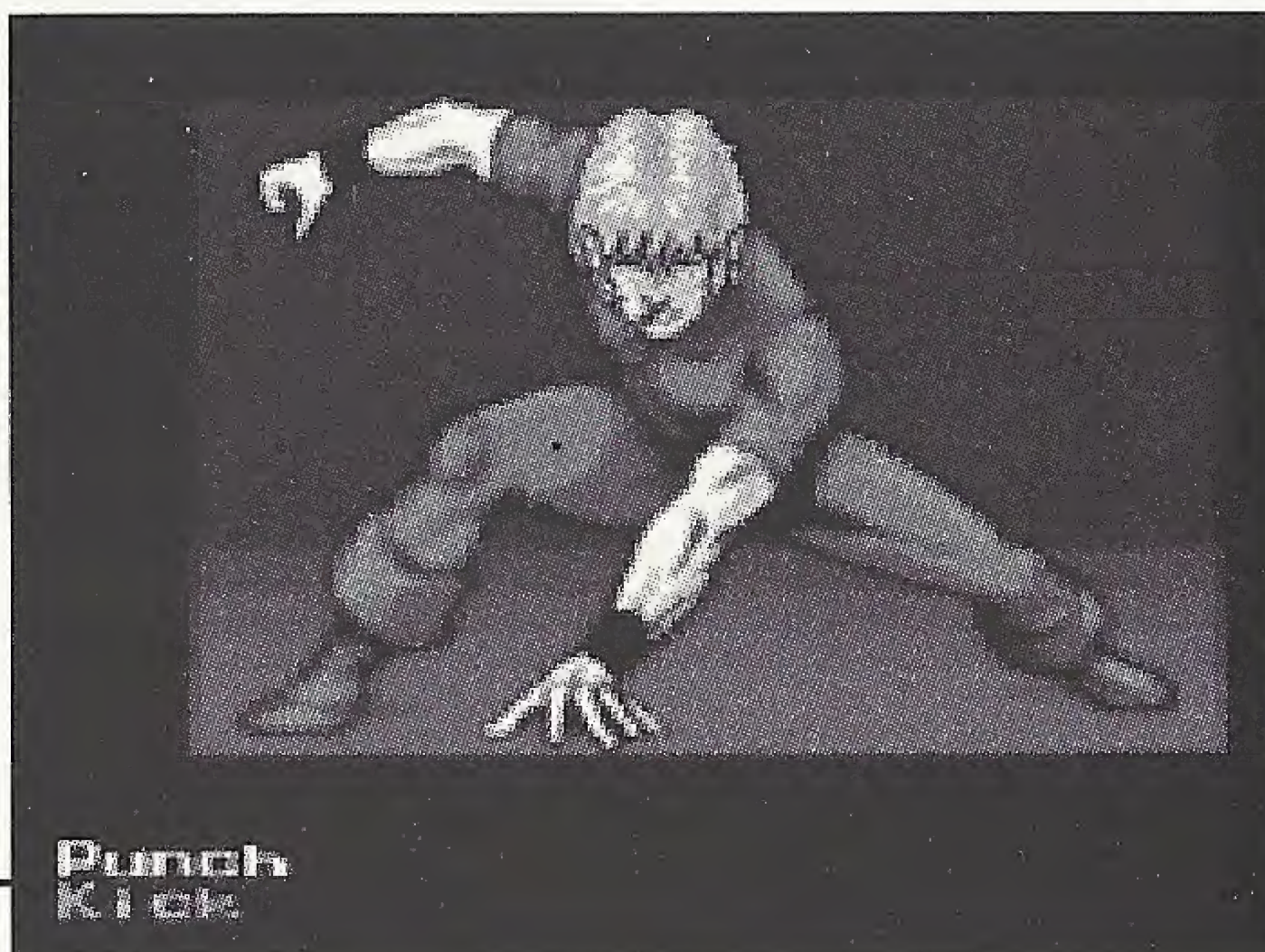
THE SCREEN

Graphics Great graphics rendering make this game a pleasure to play. Superbly drawn characters and scenes bring the story to life - it's like watching a movie! Pay attention to characters' expressions to find the clues you need.



Message Text gives each characters' speech and explains the current situation. Read the messages carefully to solve the mysteries.

Commands The "Commands" options change when playing. Try the same command more than once to make sure you get the right message.



THE SPACE ADVENTURE

THE COMMAND GUIDE

LOOK Check out the characters or the area.

SEARCH Dig deeper and discover hidden facts that can't be found on-screen.

TALK Characters talk to each other with this command. Choose from a list of characters.



LISTEN Find out what's really going on by listening to a character.

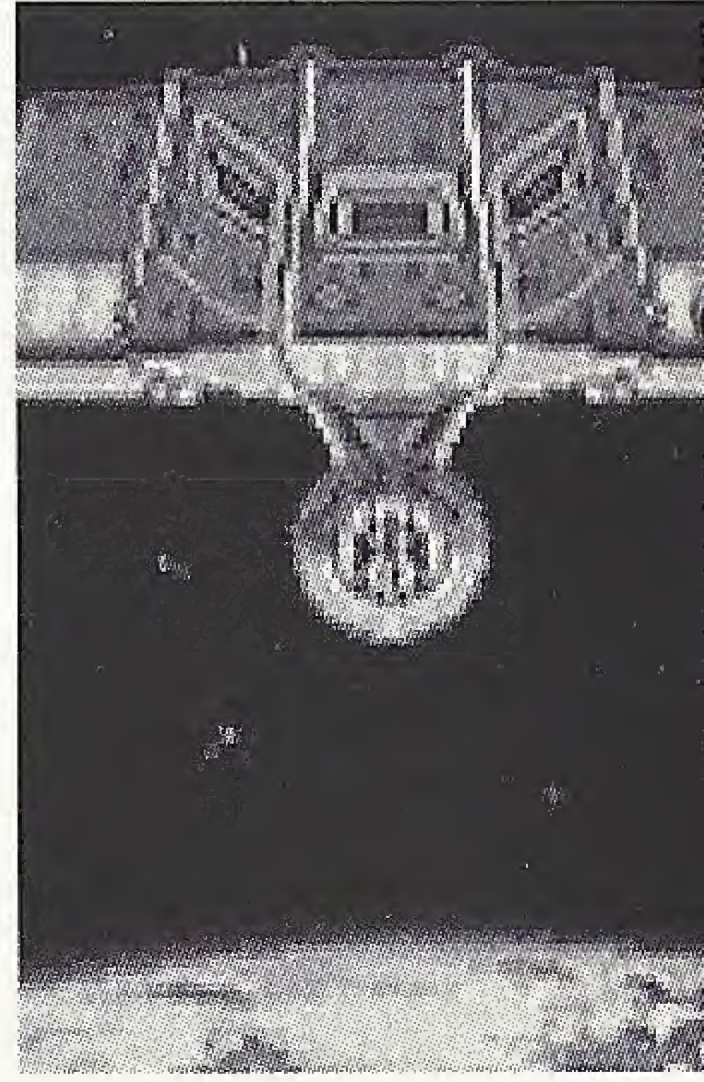
THINK Before you make a decision give yourself time to think about what's going on.



COMMUNICATE Know the secret code and a satellite feed will enable you to communicate from anywhere in the galaxy.

PICK UP Pick up objects that you find or capture from the enemy.

USE When you want to use equipment select this command and an equipment list will appear. Choose the piece of equipment you want.



MOVE Move by selecting a command or using the direction key.

FIGHT Punch, kick or blast your way out of trouble!

FLEE When your back is against the wall and there's nowhere to go... RUN!!



STAGE PREVIEW

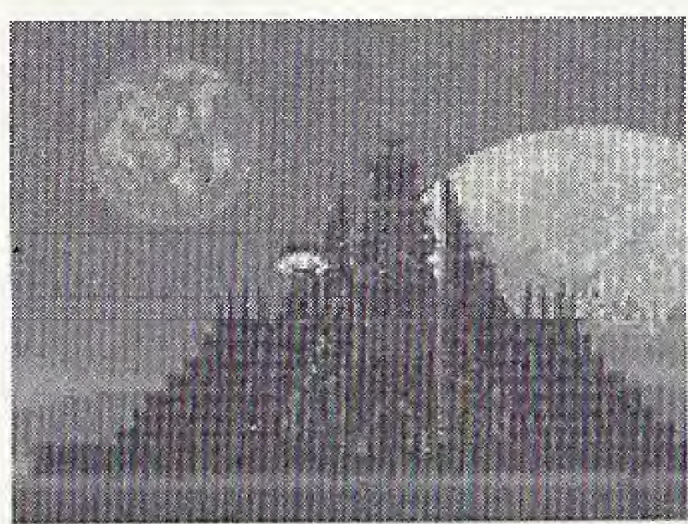
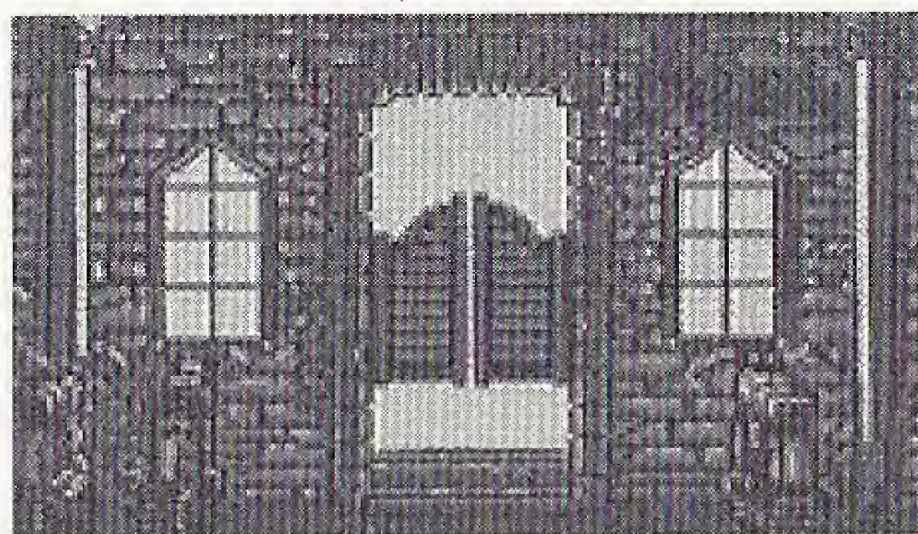
1 STAGE Crazy Horse

The seedy bar where Cobra

arranges a date with

Armaroid Lady. Instead of meeting her he meets a mysterious woman. It's the beginning of a beautiful and deadly relationship.

★Refer to Stage Highlights.



2 STAGE Ancient Shrine

In the Hid desert on planet Sid

lies an ancient shrine. But

Cobra is too busy with an invisible

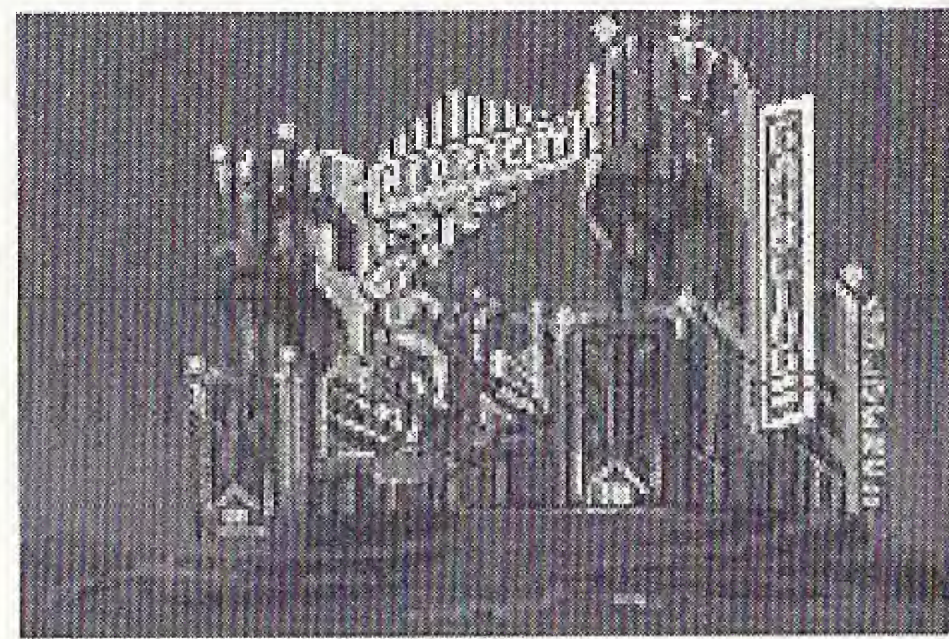
enemy to appreciate the architecture.

3 STAGE Hedba City

In the middle of a desert is a

gambling center called Hedba City. Cobra and Jane have lots of close calls while waiting for an informer.

★Refer to Stage Highlights.



4 STAGE Oil Well

On an oil well in the northern desert lives a

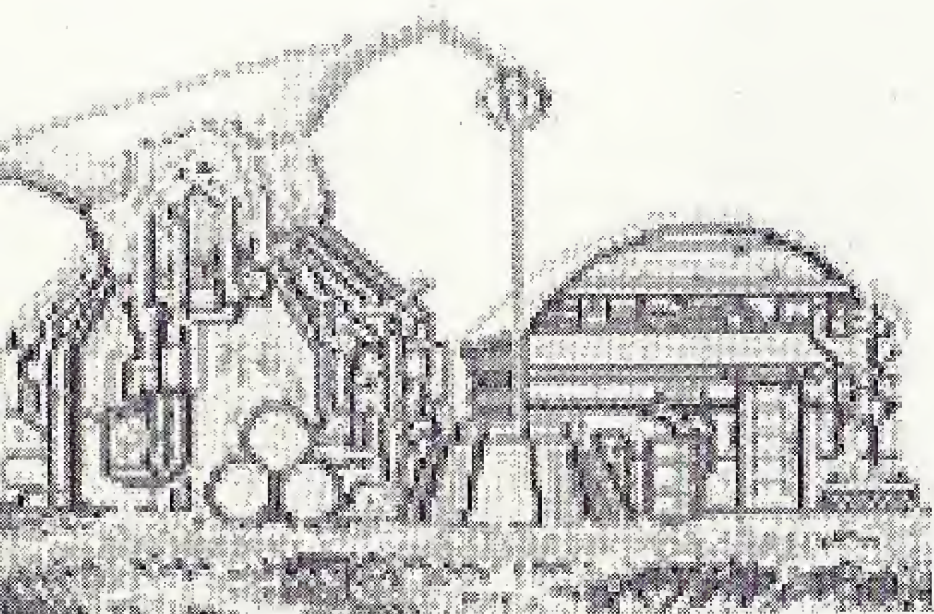
lonely man named Sullivan. He designed the

floating prison. Will he give Cobra

the clues he needs to spring Jane's

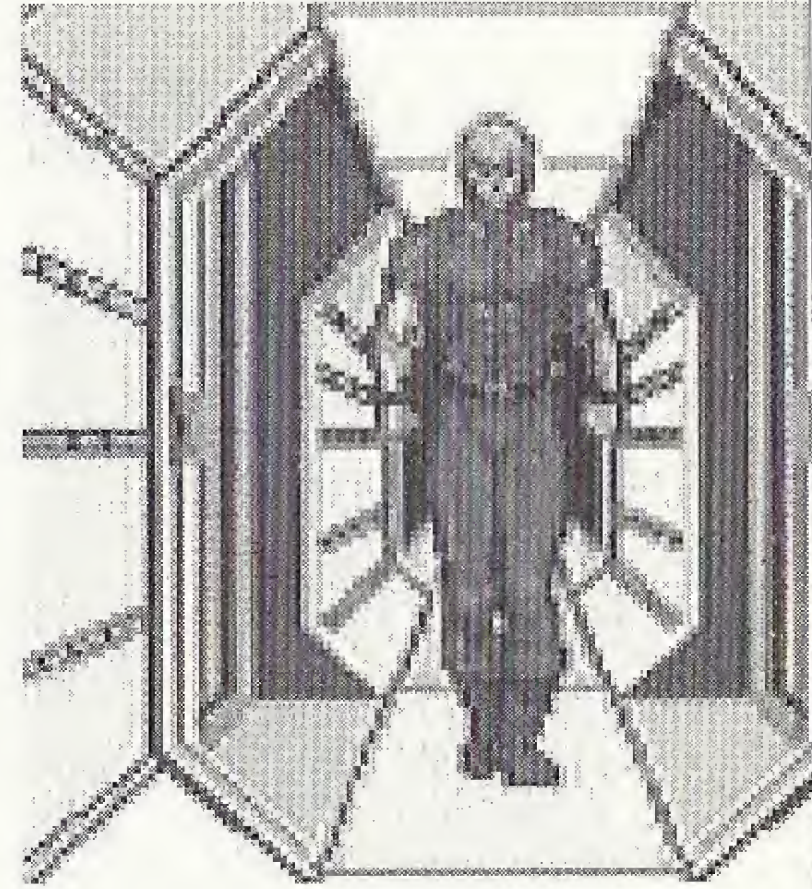
younger sister Kathy from the

torment he created?



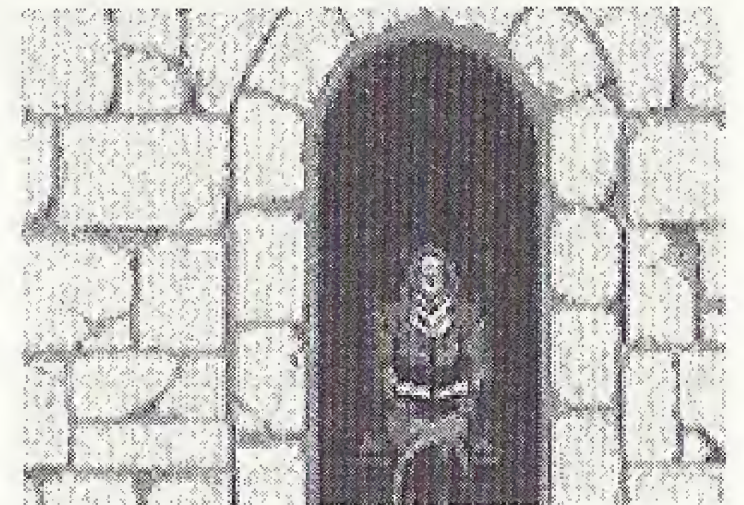
THE SPACE ADVENTURE

5 **The Floating Prison**
STAGE Cobra penetrates the outer defenses of the floating prison and attempts a daring rescue of Kathy. Schultz, the sadistic warden, may have other ideas..

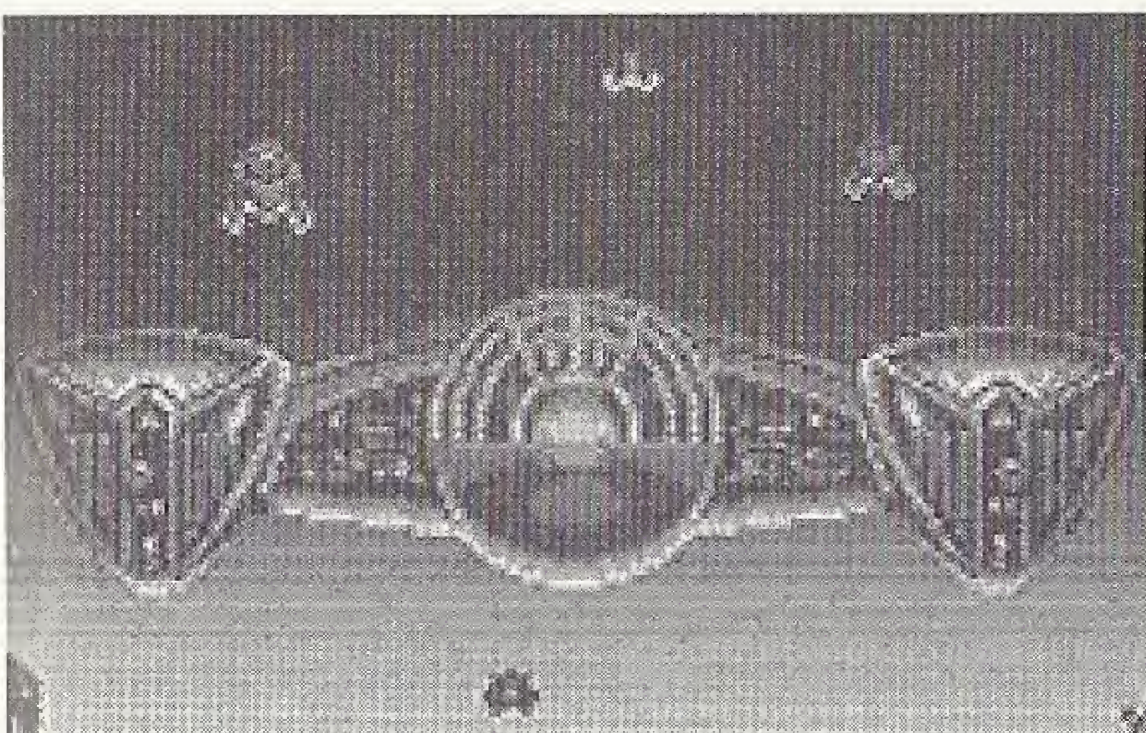


6 **The Seashore**
STAGE Cobra vows to take revenge on the Pirate Guild for bringing harm to his beloved Jane.
★Refer to Stage Highlights.

7 **The Church**
STAGE A pile of bloody corpses greets Cobra as he walks through the church door. The sole survivor is the priest. Cobra knows that supreme danger lurks in the deep, dark halls.....



8 **Plumeria**
STAGE The big showdown on planet Plumeria. Cobra isn't shy about using his Psycho-gun in an explosive ending to an action-packed adventure!



STAGE HIGHLIGHTS



That guys an idiot. Doc ain't foolin' around. He's got an electro-knife. He'll cut him.

Shut up, smartass! Unless you want to get sliced and diced!



**Oh look.... The big bad monkey's got a toy knife!
You should be careful. You don't want to hurt yourself!**

Cobra plans to meet Armaroid Lady at the infamous Crazy Horse bar, a place full of unsavory characters. It doesn't take long before Cobra finds himself staring at the point of an electro-knife wielded by a vicious dude named Doc. With Doc and his buddies all over him, how's Cobra going to get out of this mess?

The commands available to you are as follows:

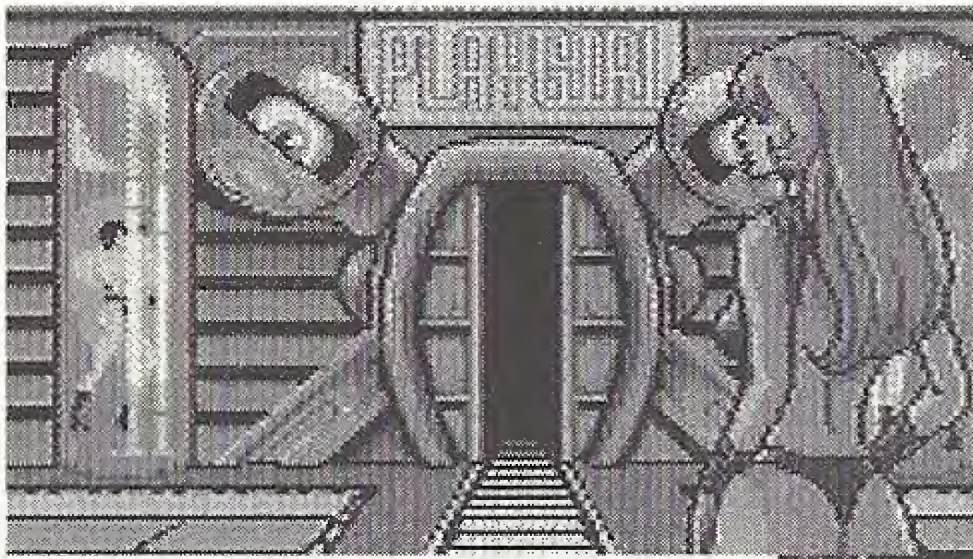
Fight

Psycho-gun
Punch
Kick

Flee

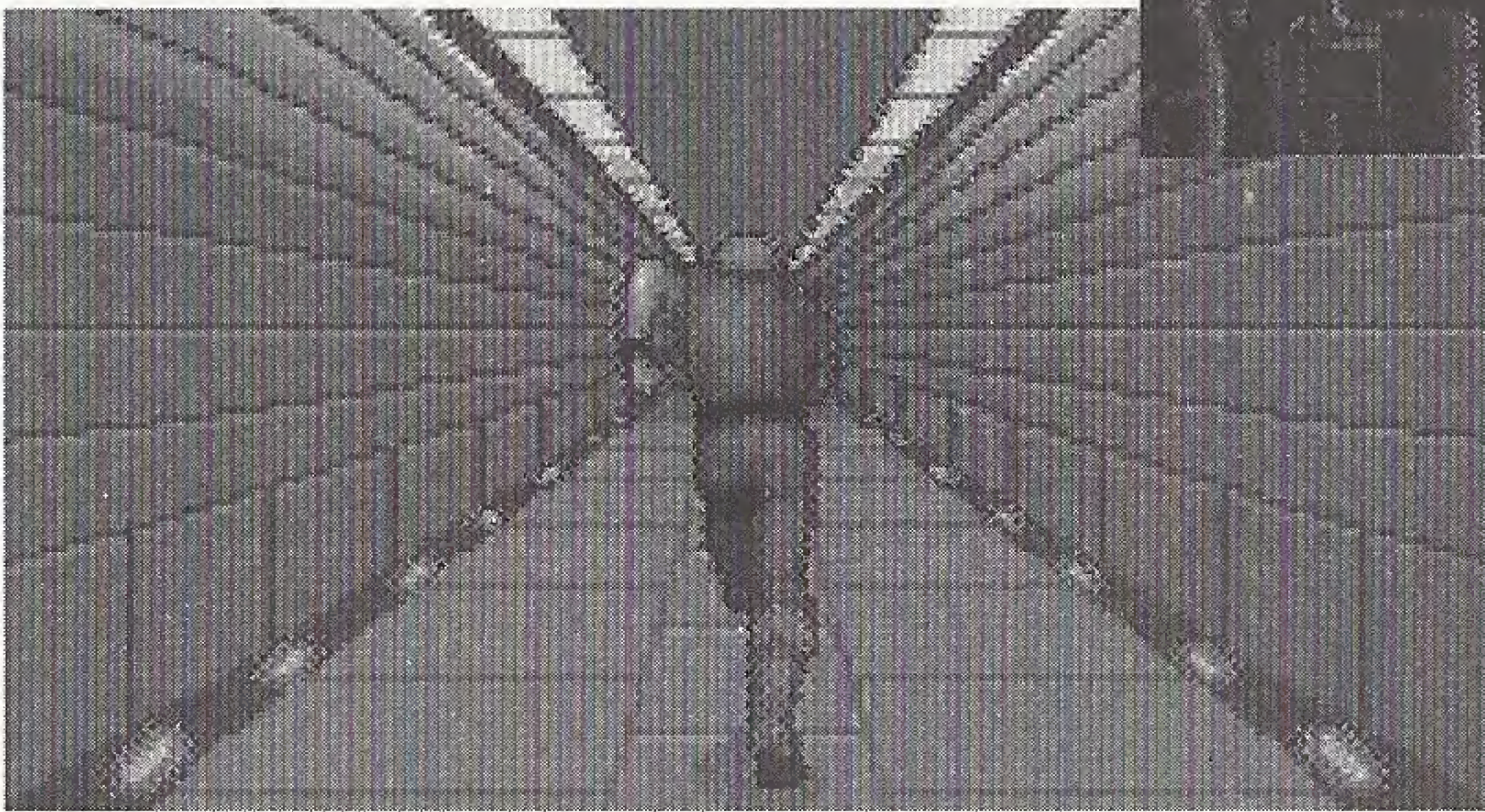
THE SPACE ADVENTURE

3
STAGE



The Red Tower...
Here's the PlayGirl.

Strange... he hasn't arrived yet.
I wonder if something went
wrong?



Wait here. I'll go check it out.

Cobra and Jane head for Hedba city to rendezvous with an informant. The city is a pit, full of wild parties, murderous villains and stinking cesspools like the PlayGirl club in the Red Tower. But Cobra isn't there for a good time. He's seen enough and leaves the club to look for the informant. In a city like this, what's lurking around the next corner?

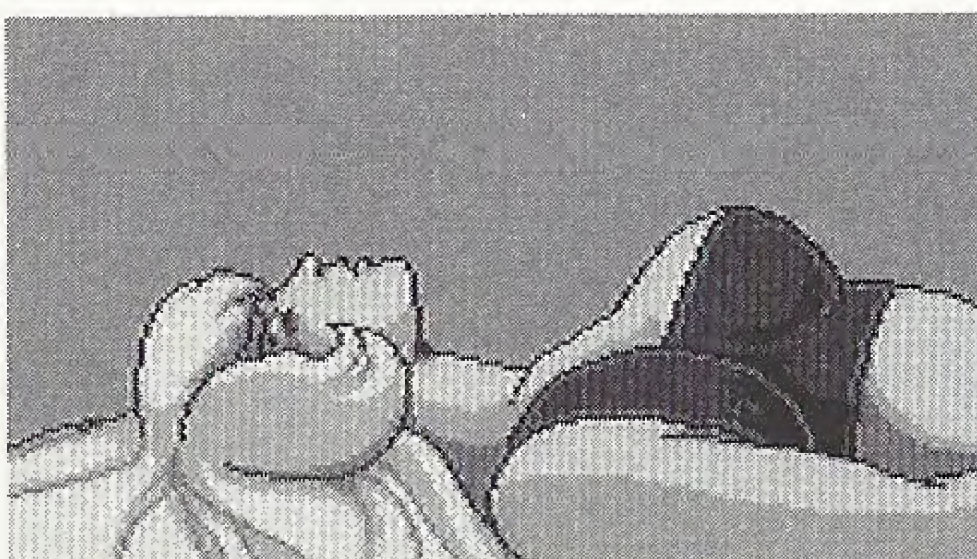
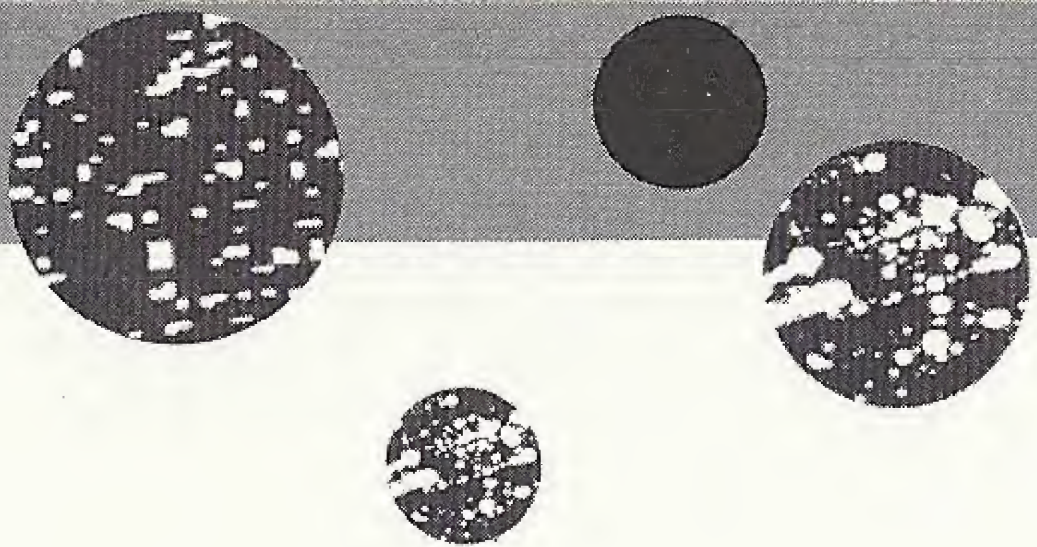
The commands available to you are as follows:

Look

Area
Informant

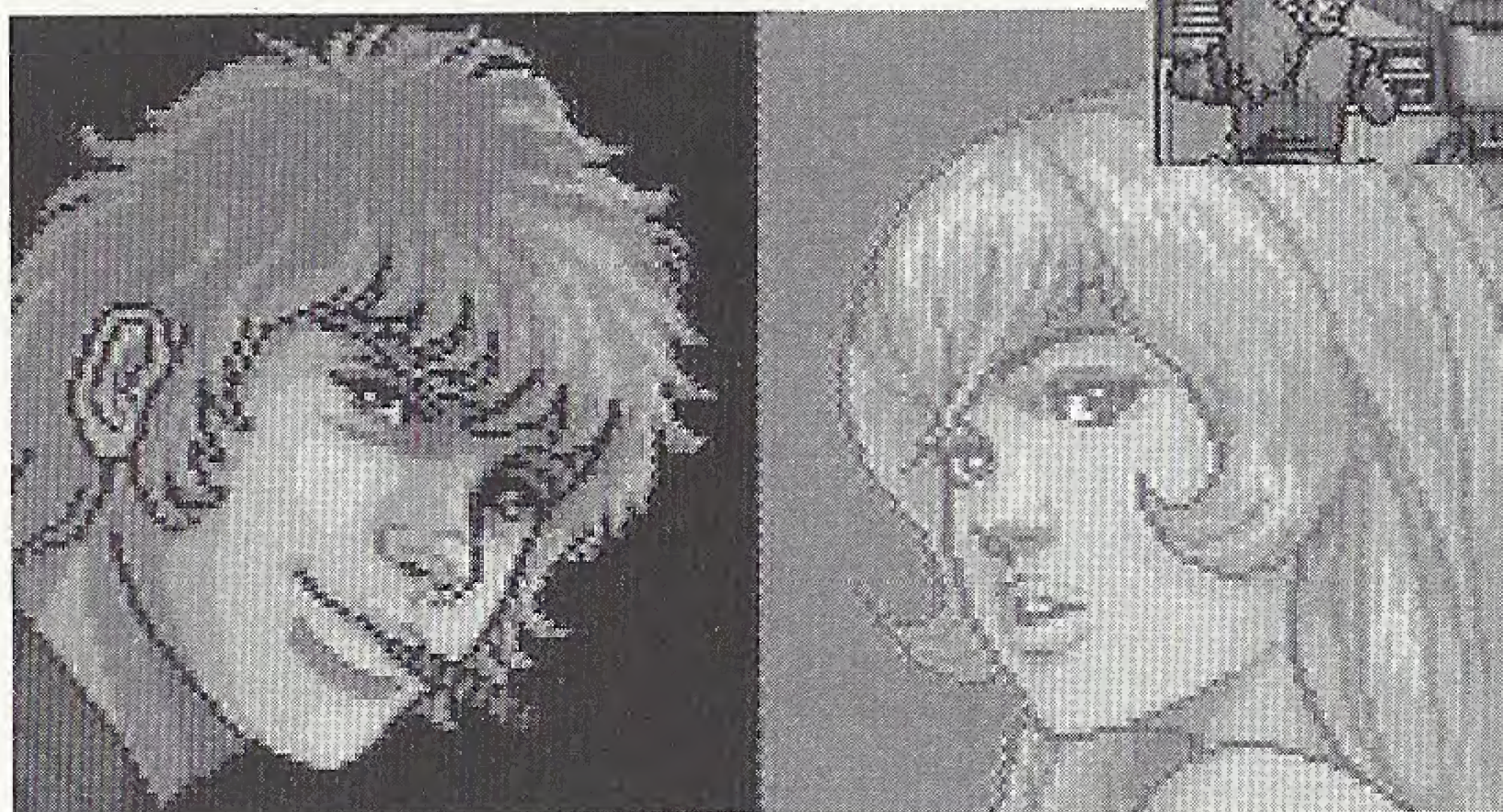
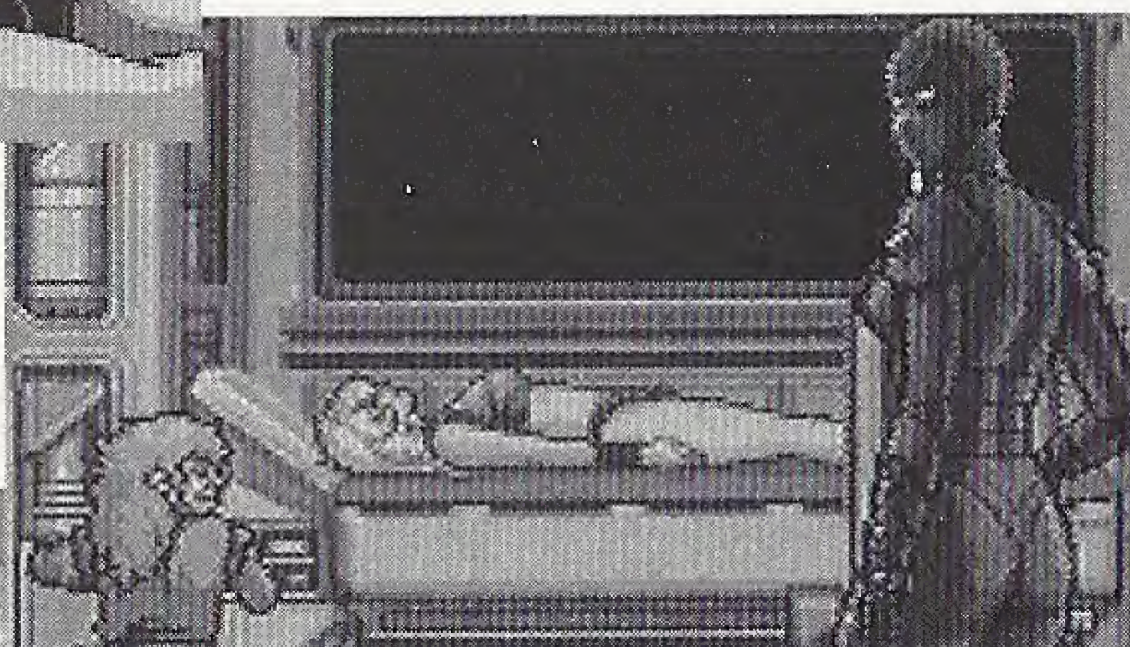
Move

East
West
South
North



What could've happened to Jane?

No signs of any surgery.
No metallic response to electronically controlled devices.



There's no doubt that the Guild messed with Jane's mind. Maybe hypnosis or...

After a long separation Jane and Cobra are reunited. She's acting strange...somehow distant. Dr. Light soon discovers the reason: an alien presence working itself into Jane's central nervous system. Cobra and his new-found friend Duck begin the race to save Jane, but it may be too late!

The commands available to you are as follows:

Ask

Information
Tarbeige

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